subsection shall be applicable in Queen Anne's County, and the County Commissioners of Queen Anne's County shall have the powers provided herein.

SEC. 2. And be it further enacted, That this Act shall take effect June 1, 1966.

Approved May 6, 1966.

CHAPTER 589

(Senate Bill 464)

AN ACT to repeal and re-enact, with amendments, Section 2 of Chapter 722 of the Laws of Maryland, 1965, making said Act revising the law relating to qualifications, registration and examination of barbers applicable in Prince George's County; prohibiting the use of mobile barber shops; requiring that every barber shop shall be separated completely from any other business by a permanent partition or wall; empowering the Board of Barber Examiners to make all rules which are reasonably necessary for the proper performance of its duties and regulations of proceedings; and relating generally to the State Board of Barber Examiners, the licensing and registration of barbers and the powers, duties and functions of the Board, applicants and registrants in connection therewith, applicable in Prince George's County.

SECTION 1. Be it enacted by the General Assembly of Maryland, That Section 2 of Chapter 722 of the Laws of Maryland, 1965, be and it is hereby repealed and re-enacted, with amendments, to read as follows:

SEC. 2. And be it further enacted, That the provisions of this Act will not be applicable within the counties of Carroll, Cecil, Frederick, Garrett, Kent [, Prince George's] and Queen Anne's.

SEC. 3. And be it further enacted, That this Act shall take effect June 1, 1966.

Approved May 6, 1966.

CHAPTER 590

(Senate Bill 475)

AN ACT to repeal and re-enact, with amendments, Sections 260, 261, 263, 264, 265, 265A, 265B, 265C, 265D, 265E, 267, 268, 268A, 268B, 272, 280, 281 and 282 (a) and (e) of Article 77 of the Annotated Code of Maryland (1965 Replacement Volume), title "Public Education," subtitle "Chapter 27. Free Scholarships," to provide for the appointment of Senatorial scholarships; and correcting an error therein.